



DIPLOMAG

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This is the bimonthly newsletter of the American Mensa Postal Diplomacy SIG, bringing hobby and SIG news to Mensans interested in postal Diplomacy. The SIG arranges postal Diplomacy games for its members. For SIG game openings, make inquiries to the Chairman. Membership dues for 1984 are \$3.00. Diplomacy is a copyrighted board game produced in the USA by Avalon Hill Game Co., Baltimore, MD. Any opinions expressed herein are not those of American Mensa Limited.

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ANNUAL GATHERING NEWS (AMERICAN, THAT IS)

The SIG will be well represented at the Annual Gathering: Yours truly will be there, along with Fred Davis (who started this SIG way back when) and we will be taking over the 10th floor hospitality suites on Saturday night from 8PM to 10PM. See you there.

MENSA #19 GAME, the next SIG game

Mensa #19 has filled, and has been issued to Konrad Baumeister (of "Give Me A Weapon" fame). This game will be starting up soon and so you can expect to see a game report in this space next issue. It looks like a good one, with a nice mix of novices and old hands. Those old hands should not expect to make mincemeat of the newcomers this time, since this is the first game in which all of the novices were given a copy of the Supernova novice package when they joined the SIG, under recently adopted SIG policy.

NEWS FROM THE WORLD OF ELECTRONIC MAIL

Discover magazine (the Time, Inc. science magazine) reports that an outfit called Wordworks (Winston-Salem, NC) "caters to devotees of a computer version of Diplomacy" for those who are interested in play by electronic mail. They can be reached at (919) 723-5275. I am under the impression that e-m games are rateable under normal Boardman number arrangements. (That's those funny little designations that follow the name of each SIG game on the next page.)

IMPORTANT NOTE: THIS IS THE LAST ISSUE FOR THOSE WHO HAVEN'T RENEWED. YOU KNOW WHO YOU ARE.....USE THE COUPON ON THE BOTTOM OF PAGE 4.

"There is more to life than increasing its speed."

----Mahatma Ghandi

SIG GAME NEWS

Mensa #14 (1981 AQ)

NO NEWS FROM KEITH "MANIFEST DESTINY" SESLER

Manifest Destiny has not been heard from since the last issue, so the hobby's "orphan" mechanism is getting stirred up. As of this time, I'm not aware of any placement of this game into a new home.

Mensa #16 (1982I) GM: Ron Brown zine: Snafu!

RUSSIA CONQUERS WORLD! MOSCOVITES DANCE IN STREETS, DECLARE NATIONAL HOLIDAY. RHODE ISLAND GENERAL BEAMS IN DELIGHT!

First the statistics:

AUS: Walter Compton (Out WO2)
 ENG: Steve Geislinger (Dro SO1); Mike Mazzer (Out WO7)
 FRA: Robert Young (survived)
 GER: Windy Windblad (Dro WO7); CD (Out FO8)
 ITA: Keith Sesler (Res WO6); Bob Olsen (survived)
 RUS: Dave Lincoln (WIN WO8)
 TUR: Paula Dodge (survived)

	01	02	03	04	05	06	07	08	
AUS:	4	0							
ENG:	3	5	4	3	4	1	0		
FRA:	4	5	6	5	4	4	5	4	
GER:	5	5	4	5	2	1	1	0	* One short
ITA:	5	6	6	7	7	5	2	2	\$ Two short
RUS:	4	7	8	8	10	15\$	17*	19	WINS
TUR:	4	6	6	6	7	8	9	9	

Dave Lincoln's winning Endgame Statement starts on page 3. Watch this space for further endgame statements.

Mensa #17 (1983V) GM: Steve Hutton zine: No Fixed Address

GERMANY ADVANCES, BUT HOW WILL HE DO IF HIS NEIGHBORS SEND ORDERS?!?

Three NMR's out of Seven countries. Ugh! Mike Ehli (Austria), John Ellis (France), Ron Brown (Germany), and Dave Lincoln (Russia) are to be congratulated on their abilities to send orders. Aus has four units, Fra has four units, Ger has seven units, and Rus has three units.

The SIG Standby Pool is being dipped into to try to help this game get back on its feet. Several SIG members have been asked to standby, and by now they have received sample copies of NFA. There's still a lot of potential in this game for a standby coming in. Write to Steve at 310 Bloor St.W, Room 832, Toronto, Ont. M5S 1W4 Canada.

Mensa 16 - 1982 I
Victory Statement

Russia
D. Lincoln

This game was very exciting and somewhat unusual, and I feel lucky to have won. Any thoughts I may have had for quick expansion in the opening were shattered by an NMR in the Fall of 1901. If my orders had arrived in time, I would have begun 1902 with seven units instead of four. Negotiation suddenly became vitally important.

Austria's inability to earn the trust of any of his neighbors helped a great deal. I quickly found common cause with Italy and Turkey at Austria's expense. In coordinating our plans, a remarkable camaraderie developed, and the seeds of an I/T/R alliance were planted early.

The key to this alliance is providing Turkey with a role which provides her with equitable growth without threatening her allies beyond reasonable endurance. As the plan developed, Turkey was to build fleets, establish a convoy route to the West, assist Italy against France and use her armies in a fake war in the Balkans until they were needed in the West. Turkey's Paula Dodge executed the plan most faithfully. The only glitch was an NMR in the Fall of 1904. We would have had the board surrounded and been able to launch the Turkish armies in the following Spring. It was a short delay, but it gave me an advantage in development that would be important later.

Italy's Keith Sesler deserves most of the credit for the success of the Alliance. His sound generalship directed the Westward expansion in the war against France and he orchestrated the "Danse Macabre" in the Balkans as a smokescreen to conceal our real cohesiveness. He also accepted most of the risk in the Alliance, but ~~his~~ his judgement in trusting Turkey was certainly proven to be sound. Keith deserved better than he got in this one.

So by the end of 1902, Austria was gone and we were ready to disengage in Austria and the Balkans. My role was to go over the top and attract England's attention. Mighty Mike Mazzer had taken over England and had offered me a good plan. Under most circumstances, it would have been the plan of choice, but exceptional circumstances made it second best in this game. Mike and I got acquainted and we had a great press war. The battle was fun, but it wasn't really a fair fight. I had many units to throw at him and timely help from Germany in the Fall of 1904. I also had help from the Italian fleet behind him and the landing of the Turks; and he was STILL around in 1907! Let me tell you, I wouldn't want to meet this guy in a FAIR fight.

The Great Franco-German War of the Grapes was much to our liking. I never heard much from France. Robert Young was under attack the whole game, kept his own counsel and still came in third. Not bad.

Relations with Germany's Windy Windblad were erratic at best. Correspondence was sporadic and postcards for countersigned half-orders clouded the relationship with uncertainty and mystery. In the Fall of 1907, I could have eliminated his army for the win. Instead, I tried to win while keeping his army alive, but Windy's NMR left me one short. It required 1908 to mpp up but it would have been a cleaner win in 1907.

But I'm getting ahead of myself.

By the end of 1905, the board was encircled, the Turks were in England, Germany was crushed and France was about to be. The Plan was to culminate in 1906. The I/T/R Alliance could easily divide what was left while maintaining rough parity among ourselves. It was time to declare a draw, wrap it up, congratulate each other and look for another game. It would have been the honorable thing to do.

It was nice to cross paths with Bob Olsen/Olson/Wilson after he took over Italy, especially after having read so much about him. Another time perhaps. Soon.

Thanks to all the players who shared the experience and for Ron Brown's excellent service as GM. The game was exciting and unusual, featuring grand alliances and brutal stabs, daring plans and rapid movement, soaring hopes and shattered illusions. It was short too, so it makes a nice replay from time to time.

Enjoy yourselves,

David the Meek
David the Meek,
Czar of the Russias

NEWS FROM ROD WALKER'S DIPLOMACY WORLD

The latest news is that the discount on Diplomacy World subscriptions now applies to renewal as well as new subscribers who are SIG members. As long as a subscriber remains a SIG member, the price of a third class subscription is \$7 instead of the usual \$8. (It does not apply to first class subscriptions, except in Canada.) The discount does not apply to existing subscriptions, only to when you enter a new or renewal sub. Rod also asks that you tell him why you qualify for the discount when you ask for it, since there are others who qualify for discounts (such as players who play by electronic mail--"e-mail").

I would like to renew my membership in the Postal Diplomacy SIG.
I enclose my \$3.00 membership dues.

NAME _____

ADDRESS _____

- PLEASE SIGN ME UP FOR THE NEXT REGULAR M DIPLOMACY GAME.
 PLEASE SEND INFORMATION ON UPCOMING VARIANT GAMES.
 I AM NOT INTERESTED IN PLAYING AT THE MOMENT.
 PLEASE PLACE MY NAME INTO THE SIG STANDBY POOL.

RETURN TO: Bruce Poppe, 1204 Heartwood Court, Arnold, MD 21012
(Checks should be payable to "Bruce Poppe")